

Arts, Innovation and Creativity Spring Institute

April 6 & 7, 2008

Session Schedule

Sunday, April 6, 2008

(2:45 - 4:30)

Collaborative Photo History Project (VPA, SOC ST)

Location: Rockport

Presenters: Melissa Noack, Alice Barr

This session will engage participants in using a variety teaching strategies along with an array of applications, such as i-movie, i-photo, & Noteshare, to promote collaborative learning opportunities.

In this session, we will share with participants how students can effectively use critical thinking skills and technology to learn and understand the history of photography. We will reference the book, *The Art and Science of Teaching*, by Robert Marzano to share strategies that we have implemented in the classroom to enhance and deepen the learning for all students. Participants of this session will engage in some of these strategies.

Throughout the session, participants will see how students can learn to make connections between history and photography, along with understanding the impact of the photographic image and its relation to history. Participants will also see how this unit encourages students to write and speak, use the research process, and understand how to appropriately document resources. Finally, we will share how engaging students in the "jigsaw strategy" is students an effective way for students to learn a vast amount of information in a short period of time.

A Digital Audio Poetry Journal (VPA, ELA)

Location: Penobscot Bay

Presenter: Rick Barter

Experience the process of recording your own dramatic reading of your original poetry, set to your own original music, editing the final digital recording to perfection and finally sharing, via CD or the web.

In this fingers and voice-on session, participants will learn to use the digital recording, editing and music tools on the iBook, to successfully record a dramatic reading of an original poem, create music to enhance that poem and edit the final piece for publication on CD or on your web site.

While this session is based on a Language Arts project that has been successfully implemented over the past 5 years at Conners Emerson (<http://www.emerson.u98.k12.me.us/magazine/poetry06>), the tools and methods can be used for creative projects in any/all content area.

Hello Light, I'd Like You to Meet Art and Science! (VPA, SCI & TECH)

New Interactive Software (FREE!) and Technology to Understand Digital Color and Digital Image Analysis

Location: Rockland

Presenters: Jeff Beaudry, Polly Wilson, Janie Young

This hands-on workshop will give you a chance to understand how the science and art of color and light blend together. All participants will gain experience with downloadable, easy-to-use computer software for learning color, digital images, and color analysis. Let's turn the light on!

Come to a hands-on workshop, where the science and art of color and light blend together. Colors enhance our enjoyment and perception of the visible world, and colors are used to measure the health of plants and living things. Digital Earth Watch, a NASA-funded project, has developed and is now disseminating easy-to-use tools and resources for learning about color, digital images, and color

analysis. All of the computer programs are accessible free at <http://mvh.sr.unh.edu> click on "Free Software." Examples of middle and high school lessons will be presented. Light, as understood by artists and scientists, is the source of energy for all living things.

Some ideas to be shared:

- What are the similarities and difference between paint/pigment color and light color?
- How can art and science teachers collaborate to help students understand the information and the aesthetic possibilities of digital light and color?
- How can technology-based observations of our surroundings be used for both artistic and scientific purposes?
- What connections can we make with nature and the environment to provide a better understanding of art, science, and technology?
- How does measurement play a role in our experiences with the natural world and our environmental?

Carbon Fiber Cookies in a Land of Titanium: What Does Carbon Sound Like? (VPA, ELA, SCI & TECH)

Location: Owls Head

Presenters: Michael Cushman, Roger Drazek

Let's go beyond the Periodic Table. Challenge learners using descriptive language, digital imagery, and digital audio to present a chosen element in multi-modal form to other learners. This session will be hands-, eyes-, and ears-on, using Garage Band and other iLife programs to create a multimedia presentation of one element.

Actual student exemplars will begin this hands-on session where we will ask, "If an element makes a sound, what would it be?"

- Participants will chose an element to research and describe, in a verbal, auditory, and/or visual format.
- Methods of classifying and describing sound will be presented.
- Internet resources will be given.
- Assistance will be provided with hands-on work and completing an exemplar for teachers to use with their own students.
- Digital audio input devices and recording equipment will be provided.
- MLTI-HS laptops will be preferred, but MLTI-MS laptops may be used as well.

Putting the Bling in Blog: How to use Blogs in Classroom (VPA, Math, Sci)

Student generated work in an online world.

Location: Spruce Head

Presenter: Keith Kelley

This session will show how students create webpages (blogs) where students create/design/post for school with content coming from the classroom (math, science, etc.) We will touch on Avatar's, Uploading Video & Pictures, Adding Links, Polls and Podcasts. We will us Digital Cameras, Laptops, and Google Applications. You will see how to manage all of these Virtual Classrooms and how students use them in their education experience

Making Claymation movies (VPA, ELA)

Location: Camden

Presenters: Katherine Thompson, Deborah Livengood, Owen Thompson

Learn how to use IPhoto , IMovie and iTunes to create stop motion animation movies with your classes.

The session will begin by viewing some stop motion movies created by students at Windham Middle School. A brief slide show of the students at work will follow. Participants will then have the opportunity to make their own stop motion movie.

Information that will be shared during the session:

- What equipment is needed
- Copies of the lesson plan including storyboard examples and rubrics
- Web sites with lesson plans and stop motion imovie instructions
- how to import and retouch photos in iphoto
- how to import from iphoto into imovie
- how to change clip duration in order to create the stop motion effect
- how to add visual and audio effects including music from itunes

Etext for All (VPA)

Location: Monhegan

Presenters: Skip Stahl, Doug Bird

Schools must now provide appropriate and accessible learning materials for students with "Print Disabilities", and this mandate will increase digital resources for all students.

This session will present an update of the national Accessible Instructional Materials (AIM) initiative, and how this effort provides the foundation for the universal design of instructional materials. The impact of AIM promises not only to increase the achievement of special education students, but to lead to increased opportunities for English Language Learners, and any student who simply prefers digital to print-based resources.

This session will demonstrate the utility of both specialized Etext solutions and new, commercially-available products designed for use by any student. Session attendees will be informed of a range of resources – from free to fee – that will help make the promise of the materials a reality.

Marti Stevens Interactive Improvisational Theater Team (VPA)

Location: Schooner

Presenters: Mary Beth Parquet

This hands-on workshop will teach you basic theater techniques and have you working together to design an improvisational scenario. Plan on having some fun!

Ever considered using improvisational theater as an educational tool? You can learn how through a workshop presented by the Marti Stevens Interactive Improvisational Theater.

Sunday, April 6, 2008
(6:45 - 8:30)

Evoking Aural Time and Space: Creative Writing and Soundscapes (ELA, VPA)

Location: Penobscot Bay

Presenter: Michelle Kashub

Capturing a moment by visual, aural and literary arts requires students to think critically and creatively to identify problems and possible solutions as they make artistic decisions. Participants will engage in the creation of a sonified poem using visual art, creative writing and music composition.

Participants will select a visual image, write a poem evocative of that image, and create a musical composition evoking the aural context of the visual setting using Garageband. These three elements (picture, poem, music) will be brought together in presentation software so that the image, narration of the poem and composition are experienced simultaneously.

Podcasting 101 – A hands-on introduction to podcasting (VPA, ELA, SOC ST)

Location: Rockland

Presenter: Kathryn Kennedy

Podcasting is a creative learning tool that can be added to any curriculum. Come and learn the basics you need to start you and your student's podcasting with the 'Garageband' program in no time!

This session will be broken into 3 parts:

1. Free Educational Podcasts – see what's available to add to your existing curriculum.
2. Basics of Creating your own Podcast – No previous experience with GarageBand is necessary, as step-by-step instructions will be provided. You will also have time to experiment on your own or with a partner or small group.
3. Curriculum Ideas – Receive a packet of ideas for how I, and other teachers have integrated this tool. Have time to develop an idea of your own or tailor one of ours to meet your needs.

Mathematics with an Artistic Perspective (VPA, MATH)

Location: Camden

Presenters: Rachel Maloney Hawkins, Aimee Sutherland

This hands-on session will allow participants to take a look at mathematics through an artistic lens.

Participants will become acquainted with the works of artist Piet Mondrian. Using the program Grapher, participants will "paint" one of Mondrian's works virtually as defined by their series linear equations. Then, working in the style of Mondrian, participants will create their own work of art using a coordinate plane. Seemingly simplistic in concept, though actually quite complex in terms of process and thought, Mondrian's work provides an interesting topic for integration in art history and language arts as well. In addition, we will discuss other opportunities for integration of mathematics and fine artists.

In the Shadows: How digital technology intersect with tradition shadow stages to create visual effects for the middle school stage (VPA, ELA)

Location: Rockport

Presenter: Chris Milliken

In this session participants will be introduced to the mechanics of shadow puppetry for stage presentations using LCD projectors and digital images including stills and video, to create special effects for stage productions or to create whole digital theater productions.

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Skills and concepts will include:

- Shadow puppetry, a brief history with slides
- LCD and shadow puppetry screen alignment for successful projections
- Lighting complications, and basic stage lighting
- Still and Video camera angles for successful effects
- Editing on the iBook G4

Participants will create and edit their own mini visual narrations and view the sequences created for Willy Wonka at Wells Junior High.

Eco Art: Making Art and Making a Difference (VPA, SCI & TECH)

Location: Owls Head

Presenter: Cynthia Robinson

Come learn about today's environmental artists (eco artists) who are using technology and a blend of many disciplines to create artwork that highlights environmental issues. Explore an eco art model for your students, and work on a sample collaborative.

Eco Art works to improve relationships with the natural world by promoting ecological awareness, positive action, social responsibility, and a sense of place. For students it can blend artful composition with environmental awareness and study, and in the process deepen students' understanding of the place they live in. It is an effective educational vehicle for students because it is visual, hands-on, and "real." It is also an innovative format, requiring students to invent solutions and visual tools.

The workshop will include:

- A power point introduction to eco artists and their work
- A discussion of several possible applications for students: we'll discuss the key components- research(science as a part of art), natural materials(using art design concepts with an expanded media base), and presentation (how art, science, technology)
- A hands-on and collaborative sample eco art project

What is Meant by Creativity, Creative Problem Solving, and the Creative Process? What Exactly is Creativity and Can we Teach It? What Teaching Strategies may Enhance or Inhibit Student Creativity? (VPA)

Location: Spruce Head

Presenter: Bronwyn Sale

This session will provide participants with a brief overview of recent research from creativity studies and give teachers some specific strategies for promoting creativity and creative thinking in their classrooms.

Those inside and out of art education tout creativity, creative thinking, and creative problem solving as important components of education and the economic future. In the first part of this workshop we will review recent research on creativity, figure out what is meant by "creativity," and compare personal ideas and experiences regarding the creative process. In the second part of the workshop, examples of teaching strategies and assignments that help promote student creativity will be shared. This workshop is geared toward high school art educators. Teachers from all disciplines who want to learn more about creativity, creative problem solving, and the creative process are welcome.

Working With and Promoting Your Community (VPA)

Location: Rockland

Presenters: Dorothy Small, Darcy Fitzmaurice

Presenters will give an overview of a Multi-Media Project designed by students in their Sports and Entertainment Marketing course. This project allowed students to connect with community members in

a joint effort to promote downtown businesses and the future water sports business, Skowhegan's Run of the River.

This session will provide opportunities to use digital cameras, camcorders, Garage Band, iMovie, and NeoOffice to create a short advertisement. Members, grouped in advertisement teams, will be given opportunities to create an ad and be able to discuss and learn how this project could be modified to fit their own curriculum.

A 'Hands On' session will group participants by familiarity of the software and equipment to ensure every Advertising Team has a couple experts or almost experts. The teams will be given the opportunity to plan and create an advertisement/movie. We have two digital cameras and four camcorders to be shared by the groups but feel free to bring your own equipment for this session. Teams will present their movie to the group during the last portion of this session.

Animating a Figure using Drawing Software and iMovie (Sci, VPA)

Location: Schooner

Presenter: Suzanne Goulet, Martha Cobb

Combine a basic drawing program and video editing software to produce animations that students can use to demonstrate understanding of movement and foreshortening. Incorporating Higher Order Thinking Skills (HOTS) is also a major component of this workshop. All Levels -Handouts, DVD.

Participants practice/demonstrate basic drawing and object manipulation skills in the Appleworks drawing application. Participants then, with a background in anatomy and art history, use these skills to create a figure to be animated. The movement is to be first physically demonstrated by the participant and then rendered by manipulating the drawing. Images are imported in to iMovie and the movement is then synthesized into digital format. These images are then manipulated in iMovie to produce short movies demonstrating understanding of physical movement. H.O.T.S. (Higher Order Thinking Skills) will be the focus of this hands on activity that integrates, the arts, communication, anatomy, technology, history and physical education.

Poetry, Music, and Art: Three Peas In A Pod, Integrating the Creative Arts (ELA, VPA)

Location: N. Samoset

Presenters: Ernie Easter, Jenn Holmes

Unleash your creativity, we will show you how to integrate classroom poetry, music, and art using original student compositions. Students will use Garageband, iPhoto, and iMovie to integrate their work.

During the first half of the session participants will be introduced to integrating poetry, music, and art. We will review how to use Garageband, iPhoto, and iMovie as a spring board to creating our own work. Poetry and photos to illustrate it will be provided as you compose your own piece of background music. But feel free to take photos and bring your own poem or create one with us. The Samoset and the ocean lends itself to creative expression. We will have Middle Level student work to share.

Monday, April 7, 2008
(8:15 - 10:00)

Social Art: How do you create opportunities for students to become creative problem solvers in order to be able to make change in the world? (VPA, SOC ST)

Location: Penobscot Bay

Presenters: Amy Bartlett, Heidi Brewer

This session will provide opportunities for you to learn how to integrate art and social studies curriculum to examine current global and local issues. You will leave with a template of your own creation which will help you to integrate with a variety of other subjects.

In this session the presenters will explain how they have created an integrated art and social studies curriculum together using technology as well as a variety of other mediums in order to create meaningful experiences for middle school students. While the presenters work with middle school students the ideas that will be explored in this session can apply to any grade level. Participants will leave with templates and lesson plan examples that can be adapted to their own curriculum. While the main focus of this session will be on current global and local issues in social studies and are we will also touch on how to integrate with all core subjects.

Take a "Journey": Integrating Service Learning (VPA, Service Learning)

Location: Spruce Head

Presenters: Lisa Gilman, Karen Criss

Take a visual ride through a mural project that connects Service Learning, Visual Arts and Literacy. This integrated curriculum project will guide you through a service learning project that engages all students, graduates and community members. This presentation will give educators a template for a creating a service learning project in which every student can be involved.

Masks and Ceremonies from Spanish Cultures (VPA, World Languages)

Location: Monhegan

Presenters: Phil Hammett, Martha McLean

After researching images on-line, create your own clay mask inspired by those of Spanish-speaking countries or their respective indigenous cultures. Masks are created by clay slab construction. It is important to understand the purpose of the mask. Ceremonies for the culture of influence are researched, and you will write a fictitious ceremony for your mask. The ceremonies will be translated into Spanish using a combination of resources.

This workshop is a reproduction of the following project: Students research mask images and ceremonies on-line, and email the teacher an image of a mask that will serve as an exemplar for their creation. They must answer the question, "What is this mask used for?" by including a typical ceremony from the culture of influence. They then create their own version of the mask, and these are dried and fired, then painted using acrylics, and possibly adorned with feathers or beads as necessary. Using word processing, they write a ceremony for it's use. All masks and the stories behind them are presented to the class, thereby sharing their knowledge with the rest of the students. Elements of style are discussed, as well.

Winslow is our Town! (VPA, SS)

Location: Schooner

Presenters: Linda Lambert, Ann Marie Quirion Hutton

Students research the history of Winslow Maine, compile their results into presentations in Social Studies Class. Then in Art Class the use of SketchUp, QuickTime and NoteShare allows creating architectural renderings of past, present and future buildings in Winslow ME.

This lesson takes a traditional research project and adds technological and artistic twists. A variety of research methodology is utilized. (Visits to the Library, interviewing older citizens, visiting the town office and other sites, photography, observation, searching the internet)

The compiled results are transformed into a multimedia presentation.

After a brief overview and demonstration of the student projects, roll up your sleeves and make a multimedia project of your own. Bring a few photos of your town/city/twp, some info pertinent to your photos, your laptop and your creativity.

- learn to archive (zip) your photos for easier distribution
- experiment with Google SketchUp, NoteShare, KeyNote, QuickTime
- imagine how this could work at your school
- imagine using these technological containers for all subjects

Patterns Born of Mathematics (VPA, MATH)

Location: Rockport

Presenter: Jim Moulton

Patterns have a place in both the mathematics and the arts classroom. Come see what happens when the two curriculums come together!

In this session participants will be introduced to the LOGO programming language and learn how to easily use it to generate and investigate patterns. Through the use of one web based tool and one freely downloadable piece of software, participants will see how easy it is to create and play with patterns. No prior knowledge of programming is required, and all activities carried out are immediately transferable to either a mathematics or an arts classroom!

Got creativity? Take the Digital Plunge! We got Cameras and Diving Boards! (VPA, ELA, MATH)

Location: Camden

Presenters: Argy Nestor, Carol Waldron

This session will provide opportunities to expand your "bag of tricks" for using digital cameras in your visual art, literacy, math, and/ or social studies curricula.

During the first half of the session you will learn about four open ended lesson plan ideas and in the second half you will select one idea to experiment with and tailor to your teaching situation. No previous experience with digital cameras is necessary. Cameras used in the session are available to arts teachers during the school year on a two-week loan from the Maine Department of Education.

Four ideas that we'll share: (Photography)

- Self portraits and zooming in on details – Art and Literacy
- Capturing and describing their world - Elements and principles of art- Art and Literacy
- Writing Starters – Art and Literacy
- Geometric shapes- photograph, export to keynote, outline and make into quick time – Art and Math

Using Technology in a Heterogeneous Classroom (*Public Service Announcements*) (VPA, Health)

Location: Monhegan

Presenters: Thomas Plourde, Dorothy Small

The presenters will give an overview of a multi-media project that uses technology in a heterogeneous classroom that encourages individual student learning, enthusiasm, and fairness without the confusion and down time.

This session will give an overview of how to set up and facilitate small group projects surrounding the use of technology in the classroom. Presenters will also demonstrate how to encourage individual

participation, creativity, and encouraging individual accountability. The students were given the task of creating a Public Service Announcement that discourages teenage drug use and abuse.

The students were given the task of answering a series of questions given by the teacher about a specific drug and create an essay that reinforces individual ideas and methods that will help a teenager reject the peer pressure. Then, each group must create a small play that will later be recorded (using digital recorders) and edited (using imovie). The skit has three parts (introduction and closing, short story, and short message) that students must commit to creating. Each student is graded on the specific part of the skit that they committed to doing for the group. The research that they gathered prior to the creation of the skit must be used in the actual video.

USING GARAGE BAND In the INTERDISCIPLINARY CLASSROOM (VPA)

Location: Owls Head

Presenter: Roger Whitney

This session will include an introduction to Garage Band and how to use it in your interdisciplinary classroom.

This Garage Band introductory session will focus on how to use this program in the classroom, including getting you started at the basic level. Additionally the session will explore different ways Garage Band can be used not only in music, but language arts, social studies and science. By the end of the session participants will have the skills to create their own projects, thereby enhancing the use of their MLTI laptop in their teaching.

Monday, April 7, 2008
(10:15 – 12:00)

iMovie, iHealth, iArt-Animation to Reinforce Health Skills (VPA, HE & PE)

Location: Penobscot Bay

Presenters: Debi Lynne Baker, Steve Lizotte

iMovie Animation is a creative tool to express ones feelings on a theme. Why not use it to reinforce prior learning of a unit previous studied ie: Drugs or Discussion Making from Health Class, and combine it with the creative development of animation in art class.

Go step by step in this workshop to develop an animation film using iMovie to reinforce health skills. Participants will go over motivation, history of animation, work through iMovie program and the production, and Animation techniques. As a group, participants will make a simple animation object/claymation film with a health theme on nutrition from start to finish. Rubrics, and ideas will be explored for you to develop your own interdisciplinary move project to try back in the classroom.

Dig Your Own Grave: Ancient Architecture Meets Modern Technology (ELA, SCI & TECH)

Location: Rockport

Presenters: Chris Beckwith, Julia Michaud

This activity is part of an interdisciplinary unit in which students create digital, 3D models of different styles of tombs from ancient Egypt with the easy-to-use Google SketchUp. Emphasis will be on creating models in SketchUp and how the program can be integrated into other content areas.

Show the evolution of ancient Egyptian tombs by drawing and labeling diagrams of some of the different styles of tombs from the period. Then, bring those sketches to life with realistic, 3D renderings of your drawings. Learn how easy it is to create complex models using just a few of SketchUp's powerful tools. Build a tomb from the ground up, shaping the model to match your diagram, then add textures and landscaping for a realistic, finished look. You can even extend the tomb underground to show authentic secret passageways used to foil tomb robbers, and take a virtual walk-through to see inside!

Digital Imaging and Photo Emulsion Silkscreen Printmaking (VPA)

Location: Rockland

Presenters: Carolyn Brown, Russell Kahn

Learn how to harness digital technology in connection with silkscreen printmaking, for the middle and high school classroom. This session will lead you through the process of choosing and editing photos or hand-drawn images, planning colors, and preparing the silkscreen for exposure and printing.

In this workshop, Carolyn Brown and Russell Kahn will guide you through the interesting process of using digital photo images or hand drawn images to produce photo emulsion silkscreen prints. This is simple enough to do with high school students, but complex enough to allow for a range of creative possibilities. The demonstration will cover image choice and basic digital manipulation, how to prepare the silkscreen, and non-toxic printing materials. Materials sources and relevant websites related to the topic will be provided. In addition to the silkscreen process, Carolyn will share a related technique she has developed, using digitized photo images as the basis for large-scale paintings.

The Creative Mechanics of Portfolio Presentation Design (VPA)

Location: Spruce Head

Presenter: Charlie Johnson

This workshop will introduce participants to digital portfolios as they are used by visual arts students at MDI High School, along with examples of digitized student work in various disciplines. Hands on utilization of image, sound and presentation software on the MLTI computers will enable participants to assist students in building their own presentation portfolios in any discipline.

The visual arts department at Mount Desert Island High School has employed the use of digital portfolios with visual arts classes for several years. This workshop will display examples of portfolio work by students at various levels of ability and sophistication, demonstrate how the Maine Learning Results can be incorporated into these portfolio presentations, and have participants develop their own short presentations. Image editing and sound recording software will be demonstrated and examined in a hands on process as well as the presentation software needed to assemble a digital portfolio. The final segment of the session will be determined by participant interest and could also include simple video. Participants are encouraged to bring examples of (student) work in digital form with which to work.

Rhythm, Rap and Rhyme: Creation and recording Rap music compositions on a Macintosh (VPA, ELA)

Location: Monhegan

Presenter: Alan Kashub

This session will explore how Finale Notepad and Garageband can be used to compose, record and produce rap music compositions in a variety of styles.

When students listen to Rap music they are listening to a sophisticated combination of musical rhythms, literary techniques and social commentary. When students create their own Rap music, they learn through problem-solving a great deal about the way music and language are organized rhythmically. Questions of meter, accent, rhyme, balance, phrasing and meaning are rolled into one challenging project whose final product can be a source of great pride to a young artist.

In this session a process for composing and recording rap music will be explored. Session attendees will use Finale Notepad to compose their rap and Garageband to record and produce a final project. Examples of literary and musical techniques will be demonstrated from current and classic recording artists.

A Sense of Place (VPA, ELA)

Location: Camden

Presenters: Linda Stanley, Doug Moody

A collaboration of visual art, poetry and computer art for use in a high school classroom based upon Winslow Homer's "Weatherbeaten". Participants will create poetry and artwork relating to "A Sense of Place" from the local surrounding area.

High school students explored their own sense of place through poetry, painting, computer art and their community. The unit began from a teacher seminar during a summer session at the Portland Museum of Art. Participants will view a power point presentation documenting the work of high school students as they studied Winslow Homer's "Weatherbeaten". The presentation will show how students combined their poetry and superimposed their writing on top of a student-altered version of Homer's work. Participants will take a poetry walk to write poetry inspired by the local surroundings. They will also use digital cameras to take a photo that has inspired their poetry. They will return to the lab, download their photo and experiment with iPhoto and Appleworks to superimpose their poetry on their digitally altered photo. If participants have

previously taken photos or famous works of art they would prefer to bring as inspiration, please do so!

A Digital Camera in the Classroom (VPA, MATH, SCI & TECH)

Location: Schooner

Presenter: Sarah Sutter

Presenting uses for a digital camera for documentation, assessment, student reflection, creation of content, and to increase student engagement. How to use the basic functions on a digital camera to meet particular content needs.

Learn how to use your digital camera to measure acceleration/deceleration, have students explain math concepts through imagery, produce documentation of student work for portfolios, and more. Even the most basic digital camera has settings that will let you do some remarkable projects in your classroom. Students with access to digital cameras can document their own learning for later reflection in Noteshare or on an interactive Voicethread. Photograph final projects, or works in progress to show the students' process. Create web-quality short videos as assessment for foreign language, physical education, physics or debate. iPhoto can organize images and share visual resources among class members. A digital camera is a great tool for teachers and students alike to create multimedia content that enriches and supports instruction in all curricular areas.

Webcomics and the Lessons They Hold for Educators (VPA, ELA)

Topics on participatory culture

Location: Owls Head

Presenters: Ruben Puentedura, Barbara Greenstone, Phil Brookhouse

The world of the image and the world of text come together in the domain of sequential art. Learn why print comics, webcomics, and graphic novels are intertwined with critical literacies in the 21st Century, and how to create and use them in your classroom.

Digital storytelling provides a rich medium for students and teachers to explore and communicate a broad range of topics, and one of its most fruitful incarnations is found in digital comics. We will examine the history of the medium and the new languages it has created, look at design examples from a range of projects, and explore how sequential art can be used in learning environments. And don't worry – no drawing skills are required for this workshop: participants will use Comic Life and iPhoto to create comics with their own material, or with "found" images gathered from the Internet.